ICSE is the premier software engineering conference. It provides a forum for researchers, practitioners, and educators to present and discuss the most recent advances, trends, and concerns. We invite you to participate in ICSE 2003 to help create an exciting forum for exchanging ideas and experiences in software engineering.

ICSE 2003 will feature the latest achievements and experiences in software engineering research and practice, and will give researchers, practitioners, and educators the opportunity to present, discuss, and learn. The Software Engineering Week consists of the main ICSE conference and numerous tutorials, workshops, and symposia. The conference venue is the Hilton Hotel, centered in the heart of Portland's entertainment and cultural district, with access to performing arts, shopping, museums, coffee houses, microbreweries, and numerous restaurants, all within three blocks.

Please join us by contributing your ideas in any of the participation categories. We also accept corporate sponsorships and encourage students to apply as student volunteers. We look forward to hearing from you.

KEYNOTE SPEAKERS

Joanne McGrath Cohoon – Department of Leadership, Foundations, and Policy, University of Virginia, USA. "Must There Be So Few? Including Women in CS"

Bertrand Meyer – Department of Computer Science, ETH, Zurich, Switzerland. "Components that You Can Trust"

Eugene Spafford – Department of Computer Sciences, Purdue University. "Is Information Security = Software Engineering?"

SPECIAL EVENTS

Invited Industrial Presentations
Industrial Experience Reports
Frontiers of Software Practice Presentations
Historical Perspective Panel: The 1st to the 25th ICSE
Doctoral Symposium Workshop for Graduate Students
New Software Engineering Faculty Symposium
Int’l. Workshop on Program Comprehension (IWPC 2003)
Int’l. SPIN Workshop on Model Checking of Software (SPIN 2003)

http://www.icse-conferences.org/2003/
TECHNICAL PAPERS
Technical papers should describe innovative and significant work in the research or practice of software engineering. Papers are collected in an archival, refereed conference proceedings, which is published by IEEE/ACM. The ICSE proceedings are widely cited and read by researchers and practitioners worldwide. Technical papers report on a full range of topics relevant to software research and practice, including software engineering principles, theories, techniques, tools, and empirical evaluations. Authors of particularly meritorious papers will be invited to submit an extended paper to IEEE Transactions on Software Engineering. Also, the top technical papers at the conference will be recognized with a Best Paper Award.

Abstracts and papers due: September 9, 2002

SOFTWARE ENGINEERING EDUCATION AND TRAINING (SEET) TRACK PAPERS
Proper software engineering education and training can significantly improve the current state of software development and help eliminate some of the traditional problems associated with industrial practices. This track provides an international forum for discussing topics related to software engineering education and training, promoting innovations in teaching and training, and offering new directions. The scope of the track includes all software engineering education and training matters, such as curriculum development, methods of course delivery, innovative approaches, training programs, collaborative projects with industry, SWEBOK topics, and new software engineering programs (including PhD programs).

Papers due: October 4, 2002

EXPERIENCE REPORTS
This track will provide accounts of the application of software engineering. Both "classic" experience reports and case studies are welcome. Classic experience reports give an account of a significant project accompanied by a critical review of the experience and a discussion of some general lessons to be drawn from the experience. Case studies describe a product and give rationale for the key decisions made during the development of the product.

Papers due: October 4, 2002

TUTORIAL PROPOSALS
Tutorials provide conference participants with the opportunity to gain new insights, knowledge, and skills in a software engineering area. We are soliciting proposals for full-day (6-hour) or half-day (3-hour) tutorials. A tutorial can cover any software engineering topic, from practical techniques, guidelines, standards, and surveys, to theoretical issues.

Proposals due: October 4, 2002

PANEL PROPOSALS
Panel sessions serve to stimulate discussion about issues of importance to the software engineering community. Panels may emphasize complex technical issues, or they may provide an opportunity to air views and address controversies through informed debate. Suitable topics for discussion include pressing issues in software engineering theory and practice, emerging trends and enabling technologies, and professional, organizational, and social issues associated with software engineering.

Proposals due: October 4, 2002

CO-LOCATED EVENT AND WORKSHOP PROPOSALS
Co-located events and workshops can be existing forums that are co-located with ICSE in 2003 or they can be new one-time events. There are at least three types: (1) co-located conferences or workshops that complement the ICSE program but are otherwise independent; (2) ICSE workshops that are one-time events that focus on a timely research topic and/or application; and (3) other, non-workshop types of events, such as the Doctoral Symposium. Participation in an ICSE workshop is usually limited to 25 to 40 participants and is based on submitting a position statement by a deadline specified by the workshop's organizers. Anyone who is interested in organizing a co-located event or workshop of any kind should submit a proposal describing the proposed event, as per the instructions on our web page.

Proposals due: October 4, 2002

RESEARCH DEMOS AND POSTER PROPOSALS
Formal research demonstrations enable conference participants to view research systems in action and to discuss the systems with the people who created them. These demonstrations are intended to show early, non-commercial implementations of novel software engineering concepts. These demonstrations are suitable for mature presentations that can be communicated effectively to a large audience using projection technology. In addition, formal demonstrations are required to display a poster. Posters, whether part of research demonstrations or not, provide the opportunity to exhibit late-breaking results and to discuss these results with conference participants.

Proposals due: January 10, 2003

DOCTORAL SYMPOSIUM APPLICATIONS
The doctoral symposium is a forum for Ph.D. students to present and discuss their research objectives, methods, and preliminary results at an early enough stage to allow useful guidance in completing their dissertation and initiating research careers. Students will interact with and receive useful guidance from established software engineering researchers. Students should consider participating in the doctoral symposium at least six months before completion of their dissertation, but after having settled on a research area or thesis topic.

Applications due: January 10, 2003

STUDENT VOLUNTEER APPLICATIONS
The student volunteer program is an opportunity for students from around the world to associate with the top researchers and practitioners in software engineering. In return for about 16 hours of their time, student volunteers receive a complimentary registration which includes all conference meals. In the past, volunteers helped as reporters for the ICSE Window on the World (WOW) daily newsletter and assisted the organizers with running the conference smoothly. Student volunteers must be enrolled in a full-time undergraduate or graduate program at the time of the conference.

Applications due: by early registration deadline.

For more information, including submission details, refer to the ICSE 2003 web site.

http://www.icse-conferences.org/2003/
CONFERENCE HOTEL
The conference venue is the Hilton Portland & Executive Tower, centered in the midst of Portland's vibrant downtown area. Located in the heart of the entertainment and cultural district, the Hilton provides access to performing arts, shopping, museums, coffee houses, microbreweries, and numerous restaurants, all within three blocks.

CITY OF PORTLAND
The "Rose City's" culture simmers in coffee houses, Native American art galleries, ubiquitous bookstores, numerous musical and theatrical events, and lively brewpubs. Classical and modern art of all kinds is currently displayed at the Portland Art Museum. Built on a European model, Portland is a wonderful city for walkers. The city's streets, which feature statues, fountains and half-size city blocks, prompted Portland's selection in 1998 as one of America's best walking towns by Walking Magazine.

For visitors covering a larger portion of the city, public transportation is both accessible and convenient. Light rail trains (MAX), the Central City Streetcar and an easy-to-navigate bus system move travelers through the town efficiently - and all offer free service within downtown Portland.

Crowning the city's skyline is Mount Hood, the tallest peak in Oregon's Cascade Mountain Range. Within the metro area are 37,000 acres of parks and green spaces that include sizeable chunks of prime downtown real estate, rose gardens and the brand new Classical Chinese Garden. For hikers and mountain bikers, the city is proud to host the nation's largest urban wilderness, the nearly 5,000-acre Forest Park.

Adjacent to Portland itself are the outstanding recreational opportunities of the Pacific Northwest. Windswept beaches, verdant forests, and snow-rapped peaks give way to sweeping rangelands, towering rock formations, and dramatic river valleys in this diverse land. ICSE 2003 is planning to make a number of local excursions and tours available, such as visiting Mt. Saint Helens, whale watching on the coast, a winery tour in the Oregon country side, and a Native American cultural tour on an Indian reservation.

For more information: http://www.icse-conferences.org/2003/